

P&R CREATIVE GROUP

presents

51/50: WHAT ARE YOU AFRAID OF?

Doll House Treatment

(Lighting Design: Wesley Charles Chew)

The following is a lighting scope treatment for P&R Creative Group's presentation of *51/50: What Are You Afraid Of?* This document serves to articulate early process lighting ideas and how they will contribute to the overall storytelling of the attraction. I am open to any suggestions, ideas and changes to any and all ideas contained within this document.

Lighting Concept:

The overall concept that the design team is going for revolves around an immersive experience playing off the fear of Dolls – Pediophobia. The inside of the shanty will be designed like an abandoned hospital ward. As the tour moves through the Ward the dolls become more and more lifelike and they also become larger and larger, eventually becoming larger than life. Lighting will work with projection and scenic to create an experience that brings this twisted ward to life while at the same time disorienting and scaring the Patients of the tour.

The attraction will be divided up into several different areas with varying degrees of creepiness. The areas will be as follows: the entry way, the inside of the hospital ward, the animation of the dolls and then the final scare at the exit. At each stage of the tour lighting will have a slightly different impact on the tour Patient's emotions and wellbeing. As a team we are interested in amping up the creepiness and then dialing it back before going out with a big scare at the end right when they thought they were free of the factory.

The Exterior:

The outside of the Shanty will have a calming effect to it. As the Patients walk up the hill towards it, after being scared from the previous attraction, the Shanty might provide some relief, a safe place, so to speak. This is not the case, but the calm, inviting exterior will be a beacon of relief within the scary world that we have created.



The Entry Way:

Working off of the given architecture of the abandoned zoo, the outside of the Ward will embrace the idea of an abandoned hospital. With the addition of dolls and doll parts hanging around the doorways and ceilings, we will portray the idea that even though this seems like a normal place, there is something not quite right, something deeply disturbing. Even though the dolls will not be animated at this point, highlighting their eyes will give an interesting foreshadow to what will be coming up within the maze. The participants will be given the opportunity to interact with the dolls on display, touch and interact with them in order to give them a sense of calmness before proceeding. Lighting will work to support this notion by lighting the entry way with unnatural angles and deep saturate colors.

The Main Room:

As the participants work their way past the entry way and into the hospital, lighting will begin to focus their attention and continue to create an unnerving environment. There will be points of shadow as well as points of brightness in order to keep the participants on edge. The use of unnatural and saturate colors will continue. The use of effects in the early stages of the Ward will be kept to a minimum as the dolls have not yet been fully animated. As the patients move through the attraction the dolls will become more and more lifelike and become larger and larger.



The Bedroom:

As the Patients get to the end of the Hospital Ward and move into the bedroom, the dolls will become truly animated. Lighting will support this in a variety of ways. First off, for the first time we will see the introduction of effects. Lighting will not only be a support function but an element engaging the Patients with the dolls. Strobe lights will be used to create unnatural movements from the dolls as well as create a disorienting feel for the Patients viewing the Ward. Haze and smoke will also be introduced at this point. Haze will come from various abandoned hospital equipment as well as from the dolls themselves. The haze and smoke will create a

sense of confinement and claustrophobia that will help to engage the Patients more and also create a more intimate and unnerving space. Not being able to see clearly will aid us in creating the final scare at the exit. This final amp up will allow them to think that was the end but in reality it is not...



The Final Scare/Exit:

At the end of the attraction will be the final scare. A life like doll, which in reality is alive, will be revealed in one fashion or another. It could be done through a Pepper's Ghost effect or a more visceral, life like actor driven effect. This mixed with strobe and atmosphere where create a memorable end of attraction experience.

